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| Project Design Document | |  | | --- | | *Sep/10/2022*  Rongrong Shi | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *bal* | | in this   |  |  | | --- | --- | | *3D platform parkour third person* | game | |
|  | where   |  | | --- | | *WASD* | | makes the player   |  | | --- | | *move back and forth, left and right* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Bal* | appear | | from   |  | | --- | | *The starting point* | |
|  | and the goal of the game is to   |  | | --- | | *Jump platforms one after another to reach the final destination* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Background music* | | and particle effects   |  | | --- | | *the dust in front of the camera and the portal from the first level to the next map has a particle effect.* | |
|  | [*optional*] There will also be   |  | | --- | | *-* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *The platform get more tricky* | | making it   |  | | --- | | *Harder to pass them* | |
|  | [*optional*] There will also be   |  | | --- | | *Respawn point if they fall* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Lever display UI* | | will   |  | | --- | | *appear in the upper right corner of the game interface* | | whenever   |  | | --- | | *the player start the game* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Holder of the light* | will appear | | | and the game will end when   |  | | --- | | *The player reaches the final destination* | |

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| 6 **Other Features** |  | |  | | --- | | *In the initial interface, there will be an animation from Best Education, and there will be my name and the school I belong to on the main menu.* | |

# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *07-sep~12-sep player movement script voltooid, basis->double jump, versnelling functie geimplementeerd.* | | |  | | --- | | *sep/07* | |
| **#2** | |  | | --- | | * *nieuw terrain aangemaakt met Terrain Editor, maar de snelheid van de player wordt versneld. Nadat ik meerdere bestanden had gecontroleerd, ontdenkte ik de bomen die ik gebruikte zich ik een bestand met de naam"speed tree" bevonden. Ik verwijderd de bomen.* | | |  | | --- | | *sep/19* | |
| **#3** | |  | | --- | | * *Main menu aangemaakt, functie gerealiseerd.* | | |  | | --- | | *sep/22* | |
| **#4** | |  | | --- | | * *Sommige van mijn bestanden ontbreken door merge conflict, ik probeerd fix maar lukt niet. Rick heeft me geholpen en heb nu een nieuwe repositories. Het bestand is te groot en kan het niet naar de origin worden gepusht. Ik ga later doen.* | | |  | | --- | | *sep/29* | |
| **#5** | |  | | --- | | * *Ik wil de player van scene wisselt wanner hij op de F drukt. Ik heb de hele kaart bedekt met een box maar zonder botsingsvolume. Dit kan bepalen in welke scene de player zich momenteel bevindt. Hierdoor kan de speler heen en weer schakelen tussen de twee scenes.* | | |  | | --- | | *okt/11* | |
| **Backlog** | |  | | --- | | * *Start nu leveldesign voor level2* * *Falling Platform* | | |  | | --- | | *okt/27* | |

# Project Sketch